

CLAIMS

We Claim:

1. A method comprising:
receiving player input in a gaming control unit;
performing a set of one or more game operations, wherein certain ones of the set
determine an outcome of a game;
presenting primary media indicating a game state;
determining whether the game state is a bonus state;
if the game state is a bonus state, presenting secondary media, wherein the
primary media and secondary media are presented on a media system, the
media system including,
a set of one or more media control units, wherein each media control unit
includes an adapted video game system.
2. The method of claim 1, wherein the adapted video game system is adapted from a Sony PlayStation 2.
3. The method of claim 1, where the game is a slot machine game.
4. The method of claim 1, wherein the adapted video game system is adapted from a Microsoft Xbox.
5. A method comprising:
transmitting a first set of one or more media presentation requests to a media
control unit, wherein the media control unit is included within a gaming
device, and wherein the media control unit includes an adapted video
game system; and
receiving, in a gaming control unit, a second set of one or more media
presentation acknowledgements from the media control unit, wherein the
media presentation acknowledgements indicate that the media control unit
has presented certain media samples.

6. The method of claim 5 further comprising:
determining whether a designated number of media presentation
acknowledgements have been received; and
if the number of media presentation acknowledgements has not been received,
retransmitting ones of the first set.
7. The method of claim 5, wherein the adapted video game system is a Sony
PlayStation 2.
8. The method of claim 5, wherein the gaming device is a slot machine.
9. The method of claim 5, wherein the adapted video game system is a Microsoft
Xbox.
10. A method comprising:
receiving, in a media control unit of a gaming device, a first set of one or more
media presentation requests, wherein the media control unit includes an
adapted video game system;
presenting media on a display unit or a sound unit; and
transmitting media presentation acknowledgements to a gaming control unit.
11. The method of claim 10, wherein each of the media presentation requests
indicates a media sample, and wherein the media sample is stored within the adapted
video game system.
12. The method of claim 10, wherein the gaming device is a slot machine.
13. The method of claim 10, wherein the adapted video game system is adapted from
a Sony PlayStation 2.
14. The method of claim 10, wherein the adapted video game system is adapted from
a Microsoft Xbox.

15. A gaming device comprising:
a gaming control unit, the gaming control unit to transmit media presentation requests;
a media control unit to receive the media presentation requests from the gaming control unit and present media, the media control unit including an adapted video game system;
a display unit communicatively coupled to the media control unit to display video;
and
a secondary sound unit communicatively coupled to the media control unit to present secondary audio.
16. The gaming device of claim 15, wherein secondary media is presented when a game executing on the game control unit is in a bonus state.
17. The gaming device of claim 15, wherein the adapted video game system is an adapted Sony PlayStation 2.
18. The gaming device of claim 15, wherein the gaming device is a slot machine.
19. The gaming device of claim 15, wherein the adapted video game system is an adapted Microsoft Xbox.
20. A gaming device comprising:
a gaming control unit to transmit media presentation requests; and
a set of one or more media control units to receive the media presentation requests from the gaming control unit and present primary media and secondary media, wherein the secondary media is presented when the a game is in a bonus state, and wherein each media control unit of the set includes an adapted Sony PlayStation 2.
21. The gaming device of claim 20, wherein secondary media includes video animation.
22. The gaming device of claim 20, wherein the gaming device is a slot machine.

23. The gaming device of claim 20, wherein the adapted video game system is adapted from a Microsoft Xbox.
24. A machine-readable medium that provides instructions, which when executed by a machine, cause the machine to perform operations comprising:
- receiving player input in a gaming control unit;
 - performing a set of one or more game operations, wherein certain ones of the set determine an outcome of a game;
 - presenting primary media indicating a game state;
 - determining whether the game state is a bonus state;
 - if the game state is a bonus state, presenting secondary media, wherein the primary media and secondary media are presented on a media system, the media system including,
 - a set of one or more media control units, wherein each media control unit includes an adapted video game system.
25. The machine-readable medium of claim 24, wherein the adapted video game system is adapted from a Sony PlayStation 2.
26. The method of claim 24, where the game is a slot machine game.
27. The machine-readable medium of claim 24, wherein the adapted video game system is adapted from a Microsoft Xbox.
28. A machine-readable medium that provides instructions, which when executed by a machine, cause the machine to perform operations comprising:
- transmitting a first set of one or more media presentation requests to a media control unit, wherein the media control unit is included within a gaming device, and wherein the media control unit includes an adapted video game system; and
 - receiving, in a gaming control unit, a second set of one or more media presentation acknowledgements from the media control unit, wherein the

media presentation acknowledgements indicate that the media control unit has presented certain media samples.

29. The machine-readable medium of claim 28 further comprising:
determining whether a designated number of media presentation
acknowledgements have been received; and
if the number of media presentation acknowledgements has not been received,
retransmitting ones of the first set.
30. The machine-readable medium of claim 28, wherein the adapted video game system is a Sony PlayStation 2.
31. The machine-readable medium of claim 28, wherein the gaming device is a slot machine.
32. The machine-readable medium of claim 28, wherein the adapted video game system is a Microsoft Xbox.
33. A machine-readable medium that provides instructions, which when executed by a machine, cause the machine to perform operations comprising:
receiving, in a media control unit of a gaming device, a first set of one or more
media presentation requests, wherein the media control unit includes an
adapted video game system;
presenting media on a display unit or a sound unit; and
transmitting media presentation acknowledgements to a gaming control unit.
34. The machine-readable medium of claim 33, wherein each of the media presentation requests indicates a media sample, and wherein the media sample is stored within the adapted video game system.
35. The machine-readable medium of claim 33, wherein the gaming device is a slot machine.
36. The machine-readable medium of claim 33, wherein the adapted video game system is adapted from a Sony PlayStation 2.

37. The machine-readable medium of claim 33, wherein the adapted video game system is adapted from a Microsoft Xbox.